



## Weapon Types

### **Blade**

A balanced, user-friendly weapon that combines close-quarters combat with ranged proficiency. See below for a description of a selection of different blades.

### **Staff**

Staves have long attack ranges with non-homing shots that generally get stronger the further they travel, making them ideal for sniping. However, they're weak in melee combat.

### **Claws**

Claws are melee-specialised weapons that fire talons. They improve speed more than any other weapon, useful since they tend to have a short attack range.

### **Bow**

Bows fire fast homing shots, making them well-suited to medium- and long-range attacks. Their shots are small, slightly increasing in damage over long ranges.

### **Palm**

Palms are equipped on the wielder's arm like a tattoo, drawing upon the user's own vitality to fire a barrage of homing shots.

### **Club**

Firing powerful charged shots instead of continuous fire, Clubs are unique weapons ideal for dealing huge amounts of damage. Their gigantic long-range shots can even pass through walls!

### Cannon

Cannons fire powerful shots one at a time. Bristling with energy, their volatile volleys explode on impact.

### Orbitars

Designed for ranged attacks, Orbitars are pairs of weapons that fire shots as they hover above their wielder's shoulders, allowing for wholly unimpeded movement.

### Arm

Arms have the smallest reach of any weapon type, putting wielders at a disadvantage in long-range combat. Yet they also have incredible dash and melee attacks.

## A Selection of Blades



### First Blade

Entrusted to Pit, this blade is just one of a new breed of armaments. Well-balanced in usability and strength, it's the perfect beginner's weapon



### Burst Blade

Firing in short bursts, this has a wider strike range than the First Blade. While its dispersed shots are less powerful this blade can be very useful when Pit is surrounded by enemies.





## Viper Blade

A blade said to have been forged from the scales of a thousand venomous serpents. Its charged shots will sometimes inflict poison damage on those unlucky enough to make its acquaintance.



## Royal Blade

Made in mockery from the remaining parts of a carelessly handled royal weapon, this blade still packs a mighty punch today. Charged shots are especially strong when combined with a backward dash.



## Samurai Blade

Fashioned after a traditional Japanese katana, it is prized for its sharpness and suitability for melee combat. The increased agility bestowed upon those who wield it is a welcome bonus.



# Weapon Characteristics

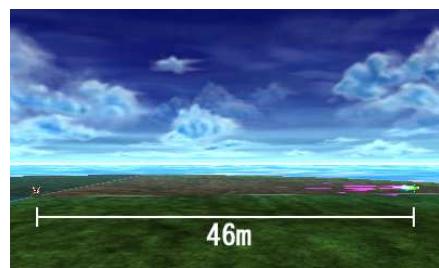
Each weapon also has individual characteristics, such as: attack range and trajectory; how it affects your speed of movement; type of projectiles; special powers that affect the amount of damage caused by an attack; as well as attributes that influence your battlefield skills.

Take a look at some examples of how weapon characteristics can affect your potential in battle:

## **Difference between the range of charged shots for Orbitars and Arm weapons**



*Arm*



*Orbitars*

Each type of weapon has a different attack range. Some are better suited for short-range attacks while others are more effective for long-range shooting. Even if you use charged shots there'll be a big difference between weapon types like Arm and Orbitars.

## **Difference between speed of movement with Claws or Cannon equipped**



*Running with Claws or Cannon equipped*



*Claws allow you to run faster*

The speed at which you can run differs depending on the weapon you have equipped. Claws allow you to run at high speed, while Cannons are heavy weapons with enormous firepower, making them less suitable for running around with.

## Difference in trajectory between straight Claws fire and curved Cannon shots



Claws fire is blocked

Cannon shot curves over the obstacle and hits the target behind it

The trajectory of your shots differs per weapon type. The straight shots from Claws may get blocked by obstacles whereas a curved shot fired from a Cannon can travel over the obstacle and find its target.

## About straight shots from a Blade versus the homing ability and range of a Bow



Straight shots from a Blade



Homing shots from a Bow with wider range

Certain weapon types also have a homing ability. You'll find that some enemies are hard to hit with straight shots fired from a Blade, so using a Bow with its homing ability and wider range is more effective for taking out multiple enemies at a distance.

## Damage depending on distance



Damage over short distance



Damage over long distance

A ranged weapon type like the Staff is more effective for hitting targets in the distance than for short-range attacks, as the health gauge displayed at the top of the screenshots shows. Bear in mind that a certain level of skill is required when aiming from a long distance.

### Difference between damage inflicted by melee attacks from an Arm or Staff



*The Arm does more damage at short distance...*



*...than the Staff does at the same distance*

Certain weapon types are better suited to medium-range or melee attacks. The level of damage inflicted by a medium-range Staff attack and a powerful single-stroke melee attack from an Arm are quite different, as the strength gauge in the top left of the screenshots shows.

### About straight, rapid-fire Staff shots and homing, rapid-fire Palm shots



*Staff*



*Palm*

Palm-type weapons have amazing homing ability, making them very effective for targeting and attacking enemies far away.